







TRANSET DRINERS





















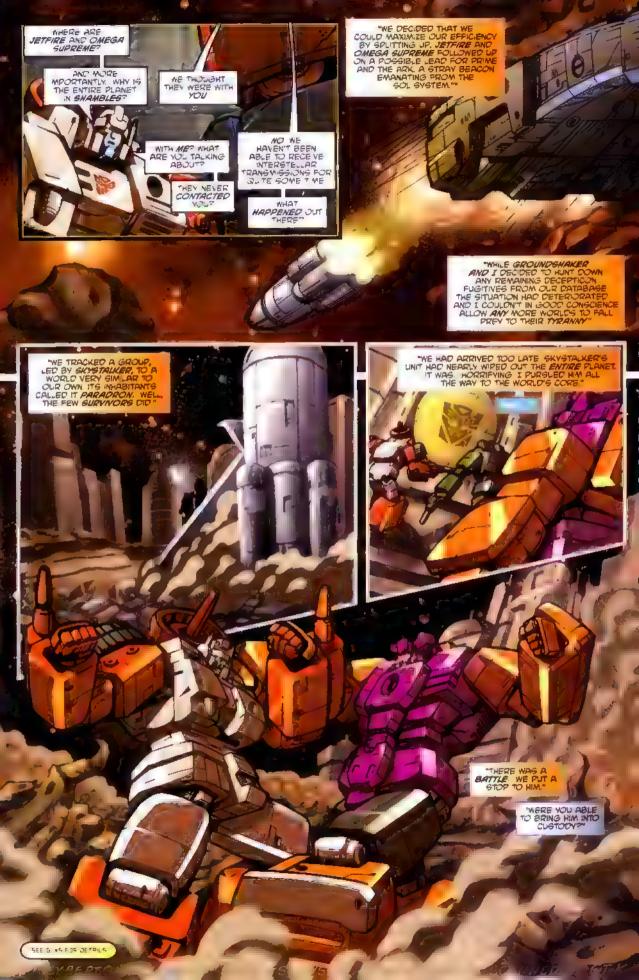












































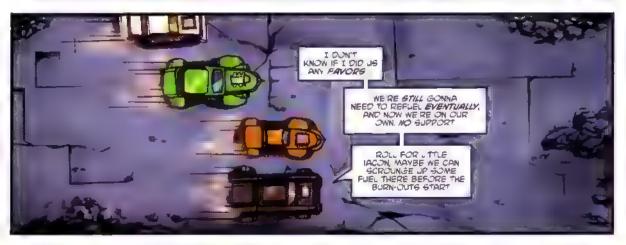


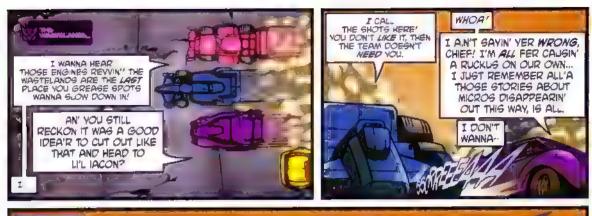




















DRHERS HICROMASTERS c/o Dreamwave Productions, 11 Alistate Parkway, Suite 200, Markham, Ontano, L3R 9T8 Canada

That catchphrase, one of the original taglines for the Transformers Micromasters toys that debuted in 1989, turned out to be as true today as when it was first unveiled. The unlikely origins

of this Micromasters mini-series lie in the Generation One version of the More Than Meets the Eye guidebook. While poring over our comprehensive plan for the next few years' worth of Generation One stories and figuring out which characters fit where. we were faced with another task: giving personalities to the surprisingly high number of Micromasters that

littered the series.

At first, it just seemed like just an extra part of the project to craft these little guys into real members of the cast. but we found ourselves asking questions about each one. What if Greaser had been a criminal before joining the Autobots? What if Countdown had gone on a mission to space and returned with a new crusade? And once we had done enough of these, we realized that we had just found ourselves a pretty much untouched, new cast of characters to explore using an era and a theme currently missing from Transformers: how would young Cybertronians, on both sides of the spectrum, react to being thrust into this endless war? We've seen the older Transformers lament the lengthy war. but what about someone who'd just been created? New Transformers being created to join the fight isn't a new story by any means, but when they've debuted in the past, they always seemed to jump into the flow like they're already "adults"...what about fully showing their learning curve and period of maturation? That's when we knew we had to tell the story of the Micromasters.

Soon, the idea began to snowball into our own reality. After all, the main focus for us since starting on the new G1 continuity has always been to try and add something of a real-world sensibility to all of these feuding giant (and not-so-giant) robots, and the concept of an eternal war where nothing relevant ever happens despite the vast amount of time involved was something that we were meaning to correct. What happens when the world loses its heroes and villains? What happens when it's then engulfed in a massive gray cloud of despair? And what happens when you're caught smack-dab in the middle of this, completely unsure of what's right, what's wrong and what any of it has to do with you? But enough about all that...back to the bots.

Initially devised as an energy-conserving measure for existing Transformers, several Autobot and

Deceptioon heroes, like Bombshock and Countdown, were downsized into their current Micromasters forms. But the process was unrefined and the risk of the procedure, along with the sheer amount of energy it consumed, made

it inefficient at best.

Both sides knew it was nearly impossible to create new life without the Matrix...until Shockwave suggested a bold idea: the Autobots and Deceptioons would pool their resources to create a number of new Transformers, and then let them decide where their allegiances would fall. In what was perhaps a show of poor judgment, the Autobot leadership agreed.

With a massive influx of

energy and secretly utilizing the unfathomable calculations of Vector Sigma itself to develop their other-worldly designs, the Micromasters were created. The grand experiment had the newly developed Micromasters sequestered together in a small city (later the ghetto known as "Little lacon"), where they were to acclimate to life on Cybertron before choosing sides. However, both the Autobots and Decepticons cut this process shorter than intended, swooping in to select the Micromasters they had already earmarked as their future troops. The confused young Transformers were separated and told that many of their former friends were now

This series picks up a couple of years after the Micromasters were first segregated into sides. Many have started to chafe under the pressure and indifference

of the larger Transformers, who view the whole creation of the Micromasters as just another step in a long and seemingly never-ending war. Struggling to understand a world gone mad, the young Micromasters have developed their own underground society where they can forget the obligations of warfare...but you'll have to check out next issue for that!

their sworn foes.

JAMES MCDONOUGH ADAM PATYK



TRANSFORMERS.COM





HIT THE CONVENTION CIRCUIT WITH DREAMWAVE

Dreamwave PR rep Candice here! Summer time is here and we all know what that means, convention season! Even for us, all the way up here in Canada, we are going to try our best to ha all the hot spots this year PACKYOUR BAGS and we'll see your around!

RINGLA BOOK EXPO AMERICA

Dreamwave's first appearance at the targest publishing show in North America! We will be there showing off opcoming trade paperbacks, PocketBooks and the highly anticipated Drew Struzon Dewre art book!

JUN 13 - 14. BOOK EXPO CANADA

Catch us in the Graphic Novei Pavilion where you can find Dreamwave titles for all genres from Young Adult & Kids, Manga to Essentials and Movie Tie-ins. Even take in a special presentation by the Lee brothers, Pat and Roger!

JUN 19 20-BOTCON, Pasadena Callorna

Come meet Pat Lee, Joe Ng. Don Figueroa and Brad Mick

FREE COMIC BOOK DAY at ATOMIC COMICS

Phoen x Anzona Signing with Pat Lee and Rob Ruffolo. JUL 22 - 25. SAN DIEGO COMICON

Back to Cali! The comic convention of all comic conventions? Come meet the gang and find out which title won the TRANSFORMERS SUMMER SPECIAL BEAST WARS vs RID contest!

OFFICIAL TRANSFORMERS COLLECTORS CONVENTION

The TRANSFORMERS convention of the year! Come meet the best artists behind Dreomwove's TRANSFORMERS and look out for the unveiling of some OTFCC-exclusive TF art!

AUG 20 - 22 VANCOUVER ANIME EVOLUTION

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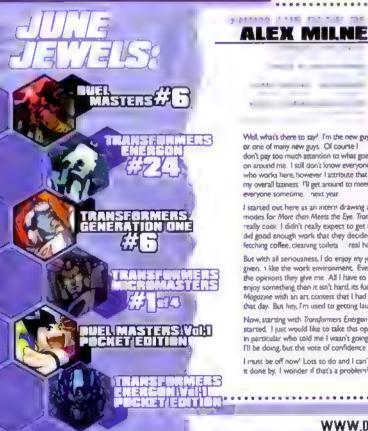
The first Dreamwave appearance in beautiful B.C. Meet Pat Lee and Joe Ng at the con or at a signing Tasmanian Comics.

TORONTO COMIC BOOK EXPO

Back to the home base after a long tour of the continent! Meet the entire DW gang, come chat, get autographs and sketches, and just trang out with us because we would love to meet our local fans! You can even get your hands on those hard to find posters and rare comics.

That's the Dreamwave itinerary so far, and it looks like it's going to be on awesome summer! Check nwaveProd.com for any news and updates. Hope to see you there! And if you come say hi to me, I might give you a Dreamwave goodie





Well, what's there to say? I'm the new guy, or one of many new guys. Of course I don't pay too much attention to what goes on around me. I still don't know everyone who works here, however I attribute that to my overall faziness. I'll get around to meeting

that day. But hey, I'm used to getting laughed at.

everyone sometime. next year.

I started out here as an intern drawing alternate modes for More than Meets the Eye. Transformers Armodd, which was really cook. I didn't really expect to get a job out of it, but I guess did good enough work that they decided to keep me. Now I enjoy fetching coffee, cleaning toilets real honest work

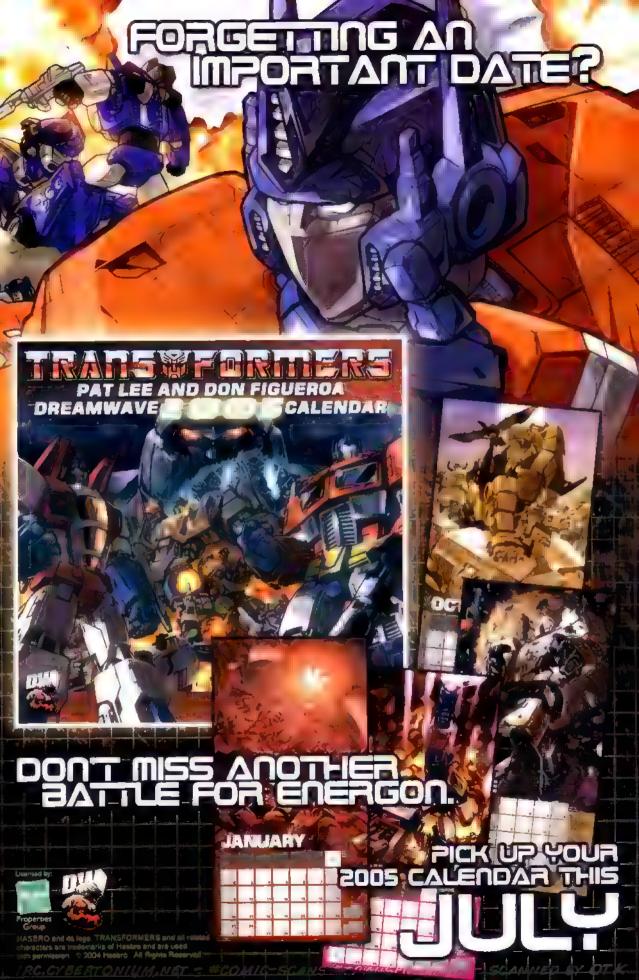
But with all seriousness, I do enjoy my job and the work I'm given. I like the work environment. Everyone is nice and I respect the opinions they give me. All I have so do is my best at drawing something I loved as a child and when you enjoy something then it sin't hard, its fun. And spealing of fun. the time they found an old copy of Wizard Magazine with an art contest that I had won the grand prize for? Well, let's just say I never heard the end of it

Now, starting with Transformers Energien #26, I get to draw actual comics. It's really cool and I can't wait to get started. I just would like to take this opportunity to thank all my friends who supported and encouraged me. One in particular who told me I wasn't going to fall and believed I would do something with my life. I'm not sure what I'll be doing but the vote of confidence was nice

I must be off now! Lots to do and I can't remember the deadline to have it done by. I wonder if that's a problem?"



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